Application No.: 10/017,265

Office Action Dated: August 27, 2007

PATENT REPLY FILED UNDER EXPEDITED PROCEDURE PURSUANT TO 37 CFR § 1.116

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A method for providing an interface description for a service of a

device or object in a computing system, wherein the method is implemented by at least one

processor of the computing system, comprising:

creating a one to one mapping of each <u>abstract</u> type in the device or object to an XML

schema type, ; and said mapping comprising:

a one to one association between the abstract type to said XML schema type;

a one to one association between said XML schema type to said abstract type,

whereby there is a one to one relationship between an instance of the abstract type to an

XML document so that an Is Instance operator between said abstract type and an instance returns

TRUE if and only if an Is Valid operator between the corresponding XML schema type and

XML Document returns TRUE;

describing the one to one mapping with an extensible markup language (XML)-based Interface Description Language (IDL) Type Description Language (TDL) having a grammar for

representing behavioral aspects of said abstract type and said XML schema type.

2. (Currently Amended) A method according to claim 1, wherein the XML based IDL is

<u>said</u> Type Description Language (TDL) <u>accommodates classes that have data and behavioral</u>

aspects.

3. (Previously Presented) A method according to claim 2, wherein said element of creating a

one to one mapping comprises creating a one to one mapping from a programming construct to

an XML schema for describing the programming construct.

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4. (Original) A method according to claim 3, wherein the programming construct is one of a pointer programming construct, primitive type programming construct, struct programming construct, class programming construct, array programming construct, subtype programming construct, enumeration type programming construct, service reference construct and bit field programming construct.

- 5. (Currently Amended) A method according to claim 2, wherein said element of creating a one to one mapping comprises creating a one to one mapping from a constant value of complex type to an XML schema for describing the constant value of complex type and defining a constant value global attribute in said Type Description Language.
- 6. (Currently Amended) A method according to claim 2, wherein said element of creating a one to one mapping comprises creating a one to one mapping of actions, services, interfaces, methods, properties and event sources from the abstract type to the XML schema type from at least one of properties, methods and events of the type system to an XML schema for describing the at least one of properties, methods and events.
- 7. (Currently Amended) A method according to claim 3, wherein <u>Type Description</u>
 <u>Language TDL</u> supports inheritance of programming constructs.
- 8. (Currently Amended) A method according to claim 1, wherein the XML based IDL Type Description Language is a wire format for message communications relating to the service between devices of the computing system.
- 9. (Previously Presented) A method according to claim 8, further comprising creating a one to one mapping from the wire format to the message communications.
- 10. (Currently Amended) A method according to claim 2, wherein <u>Type Description</u>
 <u>Language TDL</u> enables a transfer of a service reference across an application boundary.

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11. (Original) A method according to claim 1, wherein the computing system is a peer to peer distributed computing environment.

- 12. (Currently Amended) A method according to claim 1, wherein the XML-based <u>Type</u>

 <u>Description Language IDL is extendable to map additional constructs of a richer type system to an XML schema and vice versa has action elements, service elements, interface elements, method elements, property elements and event source elements.</u>
- 13. (Original) A computer readable medium having stored thereon a plurality of computer-executable instructions for performing the method of claim 1.
- 14. (Canceled).
- 15. (Original) A computing device comprising means for performing the method of claim 1.
- 16. (Currently Amended) A tangibly embodied computer readable medium having stored thereon a plurality of computer-executable modules, the computer executable modules including at least one mechanism implemented by at least one processor of a computing system, the at least one mechanism comprising:

a mapping mechanism for describing a service of one of a device and object in a computing system with an extensible markup language (XML)-based Interface Description Language (IDL) that one to one maps each type of a particular type-based system to an XML schema and vice versa so that there is a one to one mapping from the abstract type of said type-based system to said XML schema type and vice-versa and a one to one mapping from an instance of the abstract type to an XML document so that the Is Instance operator between said abstract type and an instance returns TRUE if and only if the Is Valid operator between the corresponding XML Schema Type and XML Document returns TRUE.

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17. (Currently Amended) A computer readable medium according to claim 16, wherein the XML-based <u>Interface Description Language IDL</u> is <u>a Type Description Language (TDL) having</u> a grammar for representing behavioral aspects of said abstract type and said XML schema type.

- 18. (Currently Amended) A computer readable medium according to claim 17, wherein <u>Type</u> <u>Description Language</u> <u>TDL</u> enables a one to one mapping from a programming construct to an XML schema for describing the programming construct.
- 19. (Original) A computer readable medium according to claim 18, wherein the programming construct is one of a pointer programming construct, primitive type programming construct, struct programming construct, class programming construct, array programming construct, subtype programming construct, enumeration type programming construct, service reference construct and bit field programming construct.
- 20. (Currently Amended) A computer readable medium according to claim 17, wherein <u>said</u> Type Description Language TDL enables a one to one mapping from a constant value of complex type to an XML schema for describing the constant value of complex type and vice versa.
- 21. (Currently Amended) A computer readable medium according to claim 17, wherein <u>said</u> Type Description Language TDL enables a one to one mapping from at least one of properties, methods and events of the type system to an XML schema for describing the at least one of properties, methods and events and vice versa.
- 22. (Currently Amended) A computer readable medium according to claim 18, wherein <u>said</u>

 <u>Type Description Language</u> TDL supports inheritance of programming constructs.
- 23. (Currently Amended) A computer readable medium according to claim 16, wherein the Type Description Language XML-based IDL is a wire format of message communications relating to the service between devices of the computing system.

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24. (Currently Amended) A computer readable medium according to claim 23, wherein the XML-based IDL Type Description Language enables a one to one mapping from the wire format

to the message communications and vice versa.

25. (Currently Amended) A computer readable medium according to claim 17, wherein said

Type Description Language TDL enables a transfer of a service reference across an application

boundary.

26. (Original) A computer readable medium according to claim 16, wherein the computing

system is a peer to peer distributed computing environment.

27. (Currently Amended) A computer readable medium according to claim 16, wherein the

mapping mechanism for the Type Description Language XML-based IDL is extendable to map

additional constructs of a richer type system to an XML schema and vice versa has action

elements, service elements, interface elements, method elements, property elements and event

source elements.

28. (Canceled).

29. (Original) A computing device comprising means for carrying out the plurality of

computer-executable instructions of the computer readable medium of claim 16.

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30. (Currently Amended) A computing device, comprising:

computer-executable instructions tangibly embodied on a computer readable medium, the computer-executable instructions of the operating system including at least one mechanism implemented by at least one processor of a computing system, the at least one mechanism comprising:

a mapping mechanism for describing a service of one of a device and object in a computing system with an extensible markup language (XML)-based Interface Description Language (IDL) that one to one maps each abstract type of a particular type-based system to an XML schema so that there is a one to one mapping from the abstract type of said type-based system to a type in said XML schema and vice-versa and a one to one mapping from an instance of the abstract type to an XML document so that the Is Instance operator between said abstract type and an instance returns TRUE if and only if the Is Valid operator between the corresponding XML Schema Type and XML Document returns TRUE.

- 31. (Currently Amended) A computing device according to claim 30, wherein the XML-based Interface Description Language IDL is Type Description Language (TDL).
- 32. (Currently Amended) A computing device according to claim 31, wherein <u>Type</u>

 <u>Description Language</u> <u>TDL</u> enables a one to one mapping from a programming construct to an XML schema for describing the programming construct.
- 33. (Original) A computing device according to claim 32, wherein the programming construct is one of a pointer programming construct, primitive type programming construct, struct programming construct, class programming construct, array programming construct, subtype programming construct, enumeration type programming construct, service reference construct and bit field programming construct.

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34. (Currently Amended) A computing device according to claim 31, wherein <u>said Type</u>

<u>Description Language</u> TDL enables a one to one mapping from a constant value of complex type to an XML schema for describing the constant value of complex type.

- 35. (Currently Amended) A computing device according to claim 31, wherein <u>said Type</u> <u>Description Language</u> TDL enables a one to one mapping from at least one of properties, methods and events of the type system to an XML schema for describing the at least one of properties, methods and events.
- 36. (Currently Amended) A computing device according to claim 32, wherein <u>said Type</u>

 <u>Description Language TDL</u> supports inheritance of programming constructs.
- 37. (Currently Amended) A computing device according to claim 30, wherein the XML-based IDL Interface Description Language is a wire format of message communications relating to the service between devices of the computing system.
- 38. (Currently Amended) A computing device according to claim 37, wherein the XML-based IDL Interface Description Language enables a one to one mapping from the wire format to the message communications.
- 39. (Currently Amended) A computing device according to claim 31, wherein <u>Type</u>

 <u>Description Language</u> TDL enables a transfer of a service reference across an application boundary.
- 40. (Original) A computing device according to claim 30, wherein the computing system is a peer to peer distributed computing environment.
- 41. (Currently Amended) A computing device according to claim 30, wherein the mapping mechanism for the XML-based <u>Interface Description Language</u> IDL is extendable to map additional constructs of a richer type system to an XML schema <u>has action elements, service</u> elements, interface elements, method elements, property elements and event source elements.